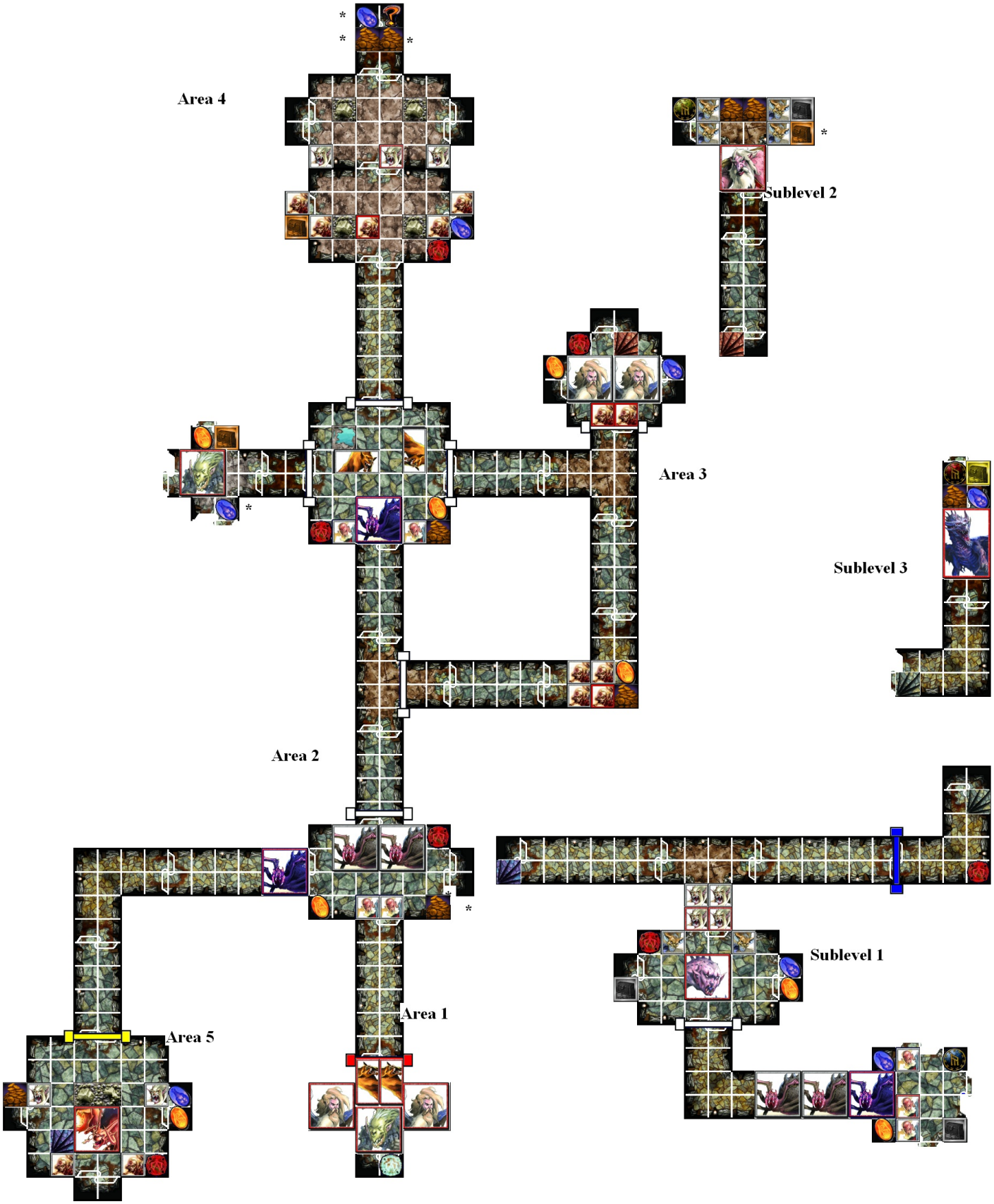

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The Mace of Kellos

By JdeFalconr

Quest Background

The Mace of Kellos was once a fixture in the world of Runebound. But while the Mace was making its trip to Descent: Journeys in the Dark it was stolen by an evil Necromancer and never arrived in the game, despite the manual's mention of it. The Necromancer, to ensure that the Mace never made it into the game, placed it in an ancient temple and cursed it to ensure that nobody would ever be able to retrieve it. But now a group of heros has learned of the Mace's location. Together they set out, facing grave danger and an unknown curse, to retrieve the Mace of Kellos and once again return it to its rightful place, in Descent: Journeys in the Dark!

Quest Goals

The Heros must go into the dungeon and retrieve the hallowed Mace of Kellos. They must then take it back to the Glyph in Area 1 and all players must be in town, including one carrying the Mace, in order to win. If at any time the players have no Conquest tokens they immediately lose the game and the Overlord has permission to mock them.

BEFORE PLAY

-Remove from the Overlord Deck all trap cards with the exception of Dark Charm. See the section below entitled "The Overlord" for further special Overlord rules.

-Place NO monsters, treasure items and money (except for the treasures marked with Asterisks ("*"), runes or other non-obstacle objects on the board at the beginning.

THE QUEST

-Glyphs activated before the mace is retrieved yield NO conquest tokens. When the Mace is retrieved all glyphs including the first one deactivate and must be reactivated to use. At that time they grant their normal allotment of conquest tokens for activation.

THE MACE OF KELLOS

-The Mace is represented by the "?" Tile and is located at the far end of Area 4. A player may pick up the Mace for free by moving into its space. The Mace takes up one of the character's "other" slots.
The Mace can be dropped or transferred like any other item. Mata and Kata cannot carry the Mace. If the player carrying the Mace dies or drops it the Mace remains in that square until picked up. Monsters my pick up the Mace for free by moving into its space and spending one move.

-If a monster manages to bring the Mace back to its original resting place in Area 4 all monsters disappear and all doors open, all treasure and other objects disappear again. Basically the board reverts to how it was at the beginning of the game, except any of the Asterisk treasures already retrieved don't come back. When the Heros retrieve the Mace again, follow the same proceidure as when the Mace was originally taken, EXCEPT that any treasure chests, items, runes, etc that have already been retrieved are NOT replaced and stay with the players. Only Monsters will respawn and all doors will close.

-Only the glyph of transport in Area 1 will be useable to take the Mace back to town. A player may not enter the same space as any other glyph except theat first one while carrying the Mace. Doing so drops the Mace in the square that Hero moved into immediately before moving into the Glyph's square. If a player carrying the Mace is "pushed" into or through a Glyph square (via Telekenisis, Knockback, etc.) other than the first Glyph in Area 1, the Mace drops according to the above rule.

THE OVERLORD

-The Overlord may not play Spawn cards before the Mace is taken but can discard them for threat tokens as normal. Afterwards Spawn cards can be played normally. Any Power cards can be played before and after the Mace is taken.

-The trap cards removed before play (as described above in the "Before Play" section) are always considered to be in the Overlord's hand. These cards DO NOT count towards his hand size and may never be discarded for threat tokens. During the Heros' turn (not each Hero, the Heros' turns collectively) ONE of these cards may be played ONCE at half-price and each of the remaining cards can be played ONCE for full price during the Heros' turn.
Important: Don't forget that ONLY the items marked on the quest map with asterisks ("*") should be placed at the beginning of the game. All doors start OPEN and NONE of the monsters should be placed on the map until after the Mace is picked up. Only then do all doors close; at that point all areas that there are no heros in are considered unrevealed and all areas that at that time contain players should be set up as newly revealed. See the above rules for more details.

Treasure Chests

Bronze 1:
1 Treasure, 3 Conquest Tokens, 2 Curses.
Bronze 2:
1 Treasure, 200 Gold, 2 Conquest Tokens, 2 Curses
Bronze 3:
2 Treasures, 100 Gold, 1 Conquest Token, 3 Curses
Silver 1:
1 Treasure, 200 Gold, 1 Conquest Token, 2 Curses
Silver 2:
2 Treasures, 3 Curses
Gold 1:
1 Treasure, 3 Curses

Area 1

The trapdoor was well concaled by the jungle's dense floor, but it was no match for your magically-aided vision. Your small band of adventurers jumps down the hole into this musty, dark room. From the spiderwebs, dust and smell you would think nobody had been in this ruin for thousands of years...if it weren't for the fresh tracks leading forward to a door just in front of you. A glyph of transport glows brightly to your right and a door stands ajar in front of you. Your companions silently light their torches beside you, steeling themselves for whatever might be ahead. The blackness of a hallway and dead quiet beckon you forward into the unknown...

BEFORE THE MACE IS RETRIEVED, IF THE HEROS TRY TO ACTIVATE A GLYPH:

(Remember! No conquest tokens are granted for activating Glyphs until AFTER the mace is retrieved. When the Mace is picked up, deactivate all active Glyphs.)

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Seeing a Glyph of transport scrawled into the floor, you walk to it and perform the incantation to activate it. The Glyph glows brightly, obviously now active. Yet you feel a sense of strangeness. You sense your connection to the Glyph back in town is secure, but something is missing...

WHEN THE HEROS PICK UP THE MACE

-As soon as the Mace is taken by a Hero, close all doors. All areas that have no players in them are now considered unrevealed. When a Hero opens the door to an unrevealed area place all objects and monsters called for (the non-Asterisked items not already placed) as normal.

As for any rooms that Heros are in when the Mace is taken, including its room (Area 4), IMMEDIATELY place any monsters called for into those areas when the Mace is picked up. In the event a monster cannot be placed due to a player's location you may place that monster anywhere else in the room, allowing for legal placement but ignoring the spawning rules. If you still cannot place the monster, any such monsters are discarded. Players recieve no rewards for monsters destroyed in this way.
Treasure chests and other objects should be placed in the same manner. If a hero happens to be standing in the same square as a treasure chest that just appeared, he/she may pick it up at the beginning of their next turn by paying the normal move cost.

Motes of dust dance lazily in a lone shaft of light silently illuminating a stone altar. On top of the altar is perched the goal of your quest, the Mace of Kellos! Eagerly you snatch it up, glad your search was not in vain. As your fingers wrap around the hilt power surges through your arm and you realize what strength is kept in this ancient relic. But your joy is short-lived as suddenly you hear the sound of doors slamming shut throughout the darkness of the demple. In an instant five skeletal archers appear at the end of the chamber, bows already leveled at you, and three snarling Beastmen blink into existance not fifteen feet away, amidst your companions. As they rush forward to attack you realize with dread what curse must be placed on the burden you now carry...

Sublevel 1

This space was obviously once a poorly-planned storehouse. Racks line the tight corridors, filled with foodstuffs long ago rotten and devoured by the vermin now running at your feet. Down the corridor at the right is an open doorway, perhaps leading to another storeroom. But your urge to explore sets your feet moving forward into the dark.

Sublevel 2

Going down the stairs you can't but help notice ornate wall carvings in an arcane, primitive looking script. The carvings are interspersed with crude pictures, scratched into the stone by chisels. From their length you guess this area had some intense and critical ceremonial significance. Down at the end of the corridor your dim torchlight illuminates the metal of vertical bars, obviously some sort of cell. What ceremony could go along with imprisonment is beyond you. As you move farther down the corridor you see dark vertical streaks on the walls inside the cell. It's as if a person drew them with their fingers. Examining them more closely they begin to look more frantic, like someone was clawing at the rough stone. Strangely the metal bars are untouched.

Sublevel 3, after Mace Pickup

Descending down the staircase the stonework around you seems to become more and more crude. It feels as though you are descending through time in this ancient place, like this room was made eons ago. The smell down below makes you think it was forgotten then as well. As your torchlight invades the darkened space, you hear a shuffling and heavy breathing up ahead. You fear you're soon about to discover why nobody ever comes down here...

When the Heros Return the Mace to Town

The Mace of Kellos firmly secured in your pack, you step onto the Glyph of Transport. The musty temple fades out around you and the small village you started from slowly comes into view. You've done it! The Mace of Kellos has successfully been returned to its rightful place! Pat yourself on the back and get yourself a cookie.

GAME OVER

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